THE DUELIST COMPANION

FEBRUARY 1996 THE OFFICIAL NEWSLETTER OF THE DUELISTS' CONVOCATION™ ISSUE 18

"I PLAY MAGIC FOR A LIVING!"

Many of you spend a great deal of time perfecting your **Magic: The Gathering**® skills. You compete in tournaments, participate in leagues, and play with friends. The rewards for such dedication are varied: trophies, rare and out-of-print cards, the admiration and respect of peers, and sometimes even a cash prize. More than a few resourceful DC members have parlayed their **Magic** ability into a part- or full-time job with hobby and game retailers and distributors.

But have you ever found yourself wishing your skill and dedication could be rewarded on a larger scale?

Wizards of the Coast and the Duelists' Convocation are about to take tournament competition to a higher level, with the **Magic: The Gathering Pro Tour**! On the weekend of February 16–18, more than 350 players will compete in New York City for a large cash purse: $30,000 in each of two divisions, divided among the top sixteen finishers of each. Winners in the Senior division (players aged eighteen and over) will receive cash prizes, while the purse for the Juniors (players eighteen years of age and under) will be awarded in the form of scholarships.

Wizards of the Coast and the Duelists' Convocation are about to take tournament competition to a higher level...

This first event of the Pro Tour, dubbed the Black Lotus Professional Tournament, will feature a modified Type II format. Each player will be required to include five cards (not counting basic land) from each of the following expansions: *Fourth Edition*™, *Chronicles*™, *Fallen Empires*™, *Ice Age*™, and *Homelands*™. Anybody out there want to guess what the most popular deck themes will be?

AN INTELLECTUAL SPORT

The Duelists' Convocation applauds the creation of this exciting, entirely new tournament environment! We see this as an opportunity for **Magic** to become a genuine intellectual sport, on a par with professional chess or bridge. We plan to sanction the tour, applying the results to players' official DC ratings. We are also developing an interlocking tournament structure to clearly define the relationship between standard sanctioned events and professional tournaments.

"YOU ARE THERE!"

We will offer you complete coverage of the 1996 Pro Tour. We'll be analyzing some deck construction techniques, discussing match-winning strategies, and talking with the stars, including the ten Guests of Honor who will be competing in New York City:

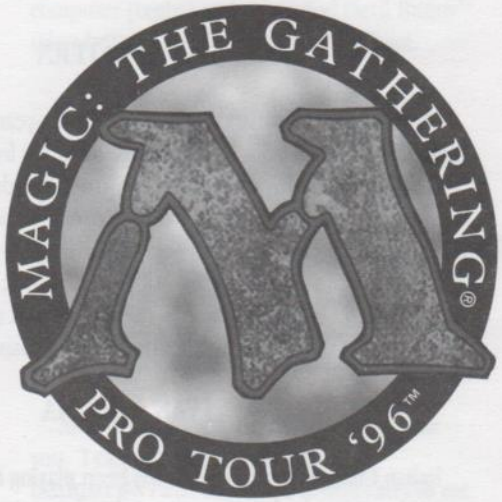
- Alexander Blumke (Switzerland)—*defending World Champion*
- Mark Justice (USA)
- Henry Stern (USA)
- Zak Dolan (USA)—*1994 World Champion*
- Ivan Curina (Italy)
- Andre Redi (Italy)
- Bertrand Lestrée (France)
- Marc Hernandez (France)
- Mu Luen Wang (Austria)
- Henri Schildt (Finland)

We're certain you'll recognize these illustrious names as the top eight players in the 1995 World Championships, plus the top two finishers from the 1994 competition. These players have achieved something akin to celebrity status in the **Magic**-playing community, and we'll be bringing you their wisdom and comments in future issues of the *Duelist Companion*.

"HOW CAN I PARTICIPATE?"

As I noted above, the DC will be codifying the relationship between the Pro Tour, the US Nationals, and the World Championships. While your rating may not offer you direct entry to the Pro Tour, it may very well qualify you for intermediate-level "feeder" tournaments; the winners of these competitions will be included in future professional tournaments. Naturally, as DC members, you will receive complete details as they become available!

We welcome your comments, opinions and feedback: please let us know what you think about this development in the world of competitive **Magic**. What role should the DC play in exploring this new frontier? Should the Pro Tour become the testing ground for experimental tournament types? Should special Banned/Restricted Lists be developed for the Pro Tour? Should the DC form a separate "Professional **Magic** Players'Association?" Your input will help us determine the course we'll chart as this **Magic** player's dream becomes reality.



Sincerely,

Jason Carl
Director, Duelists' Convocation

Wizards OF THE COAST

Players to Watch Out For!

These ten competitors are special guests of WotC at the Black Lotus Pro Tournament. Each of them has proven his skill against players from around the world, and all of them are looking forward to going for the gold in New York City. WotC is proud to welcome them to the Pro Tour.

Alexander Blumke

Switzerland's Alexander Blumke was more surprised than anyone when he won the 1995 **Magic: The Gathering**® World Championships. The twenty-seven-year-old from Geneva entered the competition with the cards stacked high against him. He narrowly made the Swiss team, finishing fourth in the national competition. In addition, he built his deck for the Worlds at the very last minute. Despite the odds, he overcame a number of obstacles to defeat France's Marc Hernandez in the final match to win the prestigious title. An English Literature student, Alexander finds about twelve hours every week to play **Magic**. He hopes all the practice will pay off and the cards will be in his favor on the professional level.

Marc Hernandez

Last year's French Champion, and finalist in the World Championships, Marc is no stranger to world-class competition. He has played in tournaments throughout Europe and is ranked as one of France's top players. Marc enjoys playing **Magic** in l'Oeuf Cube, Paris's most popular Magical arena. He is also active in Arènes & Arcanes, France's largest **Magic** organization. After being narrowly defeated by Alexander Blumke for the World Championship, Marc is looking forward to getting another chance at him in the Pro Tournament.

Mark Justice

Mark Justice is the reigning US National Champion. He took third place at the World Championships and has placed among the top three players in each of the thirty tournaments he has entered during the last year. He describes his style as defensive and conservative, waiting to see how a game is developing before making any sudden moves. Mark is very supportive of the Pro Tour and sees this as a chance for players to get some return for the time they put into the game.

Henry Stern

Hypergeometric statistics help twenty-seven-year-old Henry Stern play **Magic: The Gathering**. The aerospace engineer from West Los Angeles carefully calculates the odds when constructing a deck of cards, to improve his chances of drawing certain combinations during a match. This mathematical analysis has paid off for Henry—he finished second in the US National Championships last year, and took third place at the Worlds. He feels right at home in the tournament atmosphere, and participates in organized matches on a weekly basis.

Ivan Curina

Italian Champion Ivan Curina has been playing **Magic** for nearly two years. He enjoys both one-on-one and tournament play. Making it to the quarter-final round of the 1995 World Championships was one of the highlights of his **Magic** experience so far, but he hopes to return this year and become the World Champion. Ivan is optimistic about his chances in the Pro Tournament and is very enthusiastic about the competition.

Andre Redi

Andre Redi, a member of last year's Italian national team and a quarter-finalist in the 1995 World Championships, is very excited about attending the Pro Tournament. He has been playing lots of **Magic** since his return to Italy from the Worlds, and is confident that his Type II deck will stand up to just about any challenge.

Henri Schildt

Eighteen-year-old Henri Schildt is a student living in Helsinki, Finland. Though he has been playing **Magic** for one-and-a-half years, he has much less tournament experience than he would like. Henri has a very simple tournament philosophy: "Don't worry about it." He says that thinking too much about an event in advance makes him nervous. He would rather just sit down and play cards.

Mu Luen Wang

Last year's Austrian Champion, Mu Luen Wang gained most of his tournament experience while playing in a league in Vienna. He has been playing **Magic** for two years and was a quarter-finalist in the 1995 World Championships. Mu Luen has been honing his skills for this competition and plans to use the knowledge he gained during last year's Worlds to his best advantage.

Zak Dolan

1994 World Champion Zak Dolan plays in sanctioned tournaments regularly, and enjoys trading nearly as much as competing. When he's not playing **Magic**, Zak can often be found on the rugby field or relaxing with friends. Zak has played in both the World and US National Championships, and is looking forward to seeing what the competition is like on the Pro Tour.

Bertrand Lestrée

Bertrand won the French Championship in 1994. He also finished second in the 1994 World Championships, after a tense match against Zak Dolan. Bertrand lives in Surrey, England, but in order to prepare for the tournament he will be returning to France, because, he says, "the UK **Magic** scene is not very developed." Bertrand is twenty-five years old and has been playing **Magic** since 1993.

*Final match of the **Magic** World championships, 1995. (from left to right) French national champion Marc Hernandez, Wizards of the Coast Director of Customer Service Kyle Namvar, and Alexander Blumke of Switzerland. Blumke went on to win 3 games to 2.*

MR. SUITCASE: THE AFTERMATH

by Matthew N. Anderson, DC Member 5186
mna3@po.cwru.edu

You loathed Mr. Suitcase and the way he battered you with Juzam Djinns on turn two without a care. You hated his card advantage so much that you tore apart every deck you had, just to build something powerful enough to take that bozo down. And you did it.

Sure, maybe it doesn't have Moxes like Mr. Suitcase's (you have Titania's Song waiting for those—hehe), and maybe it doesn't even have that Gauntlet of Might, but it works well anyway. Maybe you've even blown away several Mr. Suitcases in a tournament or two. Congratulations. You are now the owner of a "power deck."

So here you are, with your certified Deck o' Doom. But what do you do, now that the corpse of Mr. Suitcase's deck is on the floor, smoldering? Your work here is done, right? I suppose you wanna go back and play with all of your good buddies, who are still playing those silly "theme" decks.

Good luck.

Chances are that most people in a casual **Magic** environment won't want to go up against a killer Type I tournament deck. Either no one will play with you, or you'll get stuck in multiplayer "Anarchy" games in which you get killed off first thing, just because everyone knows how powerful you are.

Should you whine? Should you quit **Magic**? No. There are several things you can do to alleviate this problem.

1. BUILD THOSE OLD DECKS BACK.

Many people quickly tire of a power deck's repetitiveness. Go ahead and trade the Deck o' Doom away for some weaker cards (as many as you can get) and rebuild some of your old "theme" decks, or think up something new. (But make note somewhere of the composition of your old killer deck, just in case you ever need to build it again.) Or, if you have some spare cards as trade bait, exchange them for a new, weaker deck, and let the power deck collect dust somewhere.

2. THROW 'EM A CURVE . . .

Another option is to modify the deck a bit. Does it have Shivan Dragons? Replace them with Orggs. Do you have nothing but dual lands in your deck? How about using the *Ice Age*™ multilands instead, and maybe some Cities of Brass? The bottom line is that you can make your deck more tolerable to play against by replacing some of the overused cards with weaker, less commonly used ones. After all, killing your opponent with an Orgg is sooo much fun . . .

3. GO BERSERK!

If you don't want to ditch your old deck, and you don't want to change it, go ahead and play in those Anarchy games—and go after everyone like there's no tomorrow. Most of the time, it's wisest to play it cool in an Anarchy environment, so that you don't earn too many enemies. But if *everyone* is your enemy when you start the game, you might as well take as many out as you can before they nail you. Granted, this won't always work: some decks simply aren't capable of that kind of aggression. If you can pull this off, though, it is tremendously entertaining, both for you and the lucky soul who gets to take you down. And it's even better when you don't go down at all.

So, once you've conquered Mr. Suitcase, don't be afraid to go back to your **Magic** roots and play against weaker opponents. There's almost always something you can do to have fun playing with your friends, no matter what you do with your power deck. Keep in mind that **Magic** is a game, and that the most important aspect of friendly gaming is whether or not you have fun.

Many of you have asked what happened to Auntie Badger. Well, I am still here, and contrary to popular belief, I am still working on the *Duelist Companion*, still traveling to conventions, and still answering that old familiar question: "Are you in a band?"

As you are all aware, a few months ago the Duelists' Convocation underwent some changes. Steve Bishop moved to another team, and the DC did some serious rethinking about how we were handling everything, from memberships to tournament rules to *Duelist*™ subscriptions. One thing we really wanted to do was to redesign the *Companion*, but my layout skills are only slightly better than those of the average chimpanzee. We had to decide how we could get the resources we needed without overextending ourselves.

Since the Communications Team was already producing most of WotC's newsletters, they seemed like ideal candidates for the job. I felt (and still feel) very strongly that the *Companion* needed to be managed by someone who is passionate about it and who understands the importance of giving DC members the best information available. To make sure that happened, I transferred, along with my computer (Legba) and my stuffed Devil Bunny™ (Hecubus), to the Communications Team.

For the first couple of months that I was here, we were working on things like setting deadlines and putting together various processes to meet those deadlines. We produced a couple of short issues, but I am glad to say that we are hitting our stride now; with the considerable talents of Rich Kaalaas (our resident layout guru), the *Companion* will have a new look and a new feel in 1996.

As always, I look forward to hearing from you. I can be reached via email at badger@wizards.com, or you can call me at WotC: (206) 226-6500.

Rhias K. Hall

SANCTIONED EVENTS
FEBRUARY/MARCH 1996

LTU&E "Into the Maelstrom" **Magic Type I**
Wilkinson Center
Brigham Young University
Provo, UT
Feb. 1
Curtis Toone, Coordinator
801-378-6691

LTU&E "Journey to Sol" **Magic Type II**
Wilkinson Center
Brigham Young University
Provo, UT
Feb. 2
Tim Hendley, Coordinator
801-378-6691

Winter War XXIII **Magic Type I, II & Ice Age**
Chancellor Hotel
Champaign, IL
Feb. 2–4
Donald McKinney, Coordinator
217-469-9917

Wor Con **V:TES**
MSC Texas A&M
Memorial Student Center
College Station, TX
Feb. 2–4
Zane Warton, Coordinator
409-845-1515

Visioncon '96 **Magic Type I, II & Ice Age**
Clarion Hotel
Springfield, MO
Feb. 2–4
James Ernst, Coordinator
417-889-4881

? **Magic Type II & Ice Age Sealed**
Norwich Grange Hall
Norwich, NY
Feb. 3
Vin Palmere, Coordinator
607-334-9228

The Saturday Gathering **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Feb. 3
Scott Larabee, Coordinator
714-444-4566

MagiCon **Magic Type I, II & Sealed**
The Regency Hotel
Denver, CO
Feb. 3
Eric Smith, Coordinator
303-366-3977

Winter Blast **Magic Type I, II & Sealed**
Mad Hatters House of Games
Lubbock, TX
Feb. 3
Mad Hatter, Coordinator
806-763-4054

Mogador Magic I **Magic Type II**
Mogador High School
Mogador, OH
Feb. 3
Greg Bossick, Coordinator
216-628-8107

E-Con '96 **Magic Type I & V:TES**
McKinney Student Union
Ypsilanti, MI
Feb. 3
Bernard Bresnahan, Coordinator
313-483-8697

LTU&E "Dominia Unearthed" **Magic Sealed**
Wilkinson Center
Brigham Young University
Provo, UT
Feb. 3
Curtis Toone, Coordinator
801-378-6691

CCCGC Gathering **Magic Type II**
University of California at Berkeley
Berkeley, CA
Feb. 3
Sean Chen, Coordinator
510-845-1227

HobbyTown Monthly **Magic Type I**
HobbyTown East Park Mall
Lincoln, NE
Feb. 3
Cindy Stuefer Powell, Coordinator
402-434-5056

WarCon '96 **Magic Type I, II & Sealed**
Memorial Student Center
College Station, TX
Feb. 4-6
409-691-2436

MagiCon **Magic Type I, II & Sealed**
The Regency Hotel
Denver, CO
Feb. 4
Eric Smith, Coordinator
303-366-3977

Chico Magic Tournament I **Magic Type I & II**
Heritage Inn
Chico, CA
Feb. 4
Aric Erickson, Coordinator
916-892-2289

Master of Magic **Magic Type II**
Airport Regency Hotel
Miami, FL
Feb. 4
David Doust, Coordinator
305-661-9526

Untitled **Magic Type I**
Courtenay Bay Inn
Saint John, NB
Feb. 4
Tyson Jaruis, Coordinator
506-657-3846

Magic Tournament **Magic Type I**
Eastside Community Center
Flint, MI
Feb. 6
John Lenox, Coordinator
810-232-5250

The Saturday Gathering **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Feb. 10
Scott Larabee, Coordinator
714-444-4566

You Con 5 **Magic Sealed & Ice Age**
Brunswick Valley Bowl
Simi Valley, CA
Feb. 10
Jamey Parker, Coordinator
805-579-0312

Mana Wars **Magic Type I**
Prospect, IL
Feb. 10
Jim Kiefer, Coordinator
708-956-7548

Day of Games **Magic Type II**
Edmond, OK
Feb. 10
Dan Hass, Coordinator
405-942-3266

Magicide — **Magic Type I, II & Sealed**
Oddfellows Hall — **Ice Age & Ice Age Sealed**
Hudson, MA
Feb. 10
Doug Wolfe, Coordinator
508-562-7898

Magic Tournament — **Magic Type I**
Eastside Community Center
Flint, MI
Feb. 13
John Lenox, Coordinator
810-232-5250

PrezCon '96 — **Magic Type I, II & Sealed**
Best Western–Mt. Vernon
Charlottesville, VA
Feb. 15
William Edwards, Coordinator
804-274-3711

Genghis Con 17 — **Magic Type I, II & Sealed**
Red Lion Hotel — **V:TES**
Denver, CO
Feb. 15
Mark Hughes, Coordinator
303-755-1760

Boskone 33 — **Magic Type II & Sealed**
Sheraton Tara
Framingham, MA
Feb. 16–18
Saul Jaffe, Coordinator
617-625-2311

The Saturday Gathering — **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Feb. 17
Scott Larabee, Coordinator
714-444-4566

SARPA February Tournament — **Magic Type I & Sealed**
University at Buffalo, Amherst Campus
Amherst, NY
Feb. 17
Denis Reilly, Coordinator
716-645-2950

Magic Tournament — **Ice Age Sealed**
Comics and Collectables
Plantation, FL
Feb. 17
Karen Kirwan, Coordinator
305-791-8022

CCCGC Gathering — **Magic Type II**
University of California at Berkeley
Berkeley, CA
Feb. 17
Sean Chen, Coordinator
510-845-1227

Orcon — **Magic Type I & II**
Windham LAX
Los Angeles, CA
Feb. 17
Paul Matsumoto, Coordinator
714-671-1270

DunDra Con — **Magic Type I & II**
San Ramon Marriott
San Ramon, CA
Feb. 17
Arthur Pruyn, Coordinator
510-465-0265

Magic Tournament — **Magic Type I**
Eastside Community Center
Flint, MI
Feb. 20
John Lenox, Coordinator
810-232-5250

The Saturday Gathering — **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Feb. 24
Scott Larabee, Coordinator
714-444-4566

Valentine Blast — **Magic Type I, II & Sealed**
Mad Hatters House of Games
Lubbock, TX
Feb. 24–25
Mad Hatter, Coordinator
806-763-4054

W. Mich. Merfolk — **Magic Sealed**
Sealed Deck Spectacular
Grand Haven Community Center
Grand Haven, MI
Feb. 24
John Hoslett, Coordinator
616-365-6654

Cross-Over V — **Magic Type II**
University Union Capital Room
Union, IL
Feb. 24
John Medley, Coordinator
309-837-7300

Reckoning of Champions III — **Magic Type I,**
Powerhouse Seafood & Grill — **Sealed & Ice Age**
Fayetteville, AR
Feb. 24–25
John Hopping, Coordinator
501-444-0707

Rainbow Wizards' 2nd Annual Tournaments — **Magic Type II**
Ramada Inn
Jacksonville, FL
Feb. 24
Bob Folwell, Coordinator
904-399-1975

Falcon Gaming Convention — **Magic Type I**
YWCA All Purpose Room
Halifax, NS
Feb. 24
Leslie Mills, Coordinator
902-445-2281

Magic Anonymous I — **Magic Type I, II & Sealed**
V.F.W. Post 3029
Hammond, IN
Feb. 24
Kirby Van Viet, Coordinator
219-982-5144

Master of Magic — **Magic Type I**
Airport Regency Hotel
Miami, FL
Feb. 25
David Doust, Coordinator
305-661-9526

Mackenzie Con 3 — **Magic Type I**
Palma High School
Salinas, CA
Feb. 25
Mackenzie Patterson III, Coordinator
408-624-5377

MagiCon — **Magic Type I, II & Sealed**
The Regency Hotel
Denver, CO
Mar. 2–3
Eric Smith, Coordinator
303-366-3977

CCCGC Gathering — **Magic Type II**
University of California at Berkeley
Berkeley, CA
Mar. 2
Sean Chen, Coordinator
510-845-1227

HobbyTown Monthly — **Magic Type II**
HobbyTown East Park Mall
Lincoln, NE
Mar. 2
Cindy Stuefer Powell, Coordinator
402-434-5056

Magic Tournament — **Magic Type I**
Dr. Bob's Video Game Store
Huntsville, AL
Mar. 2
Jason Arnold, Coordinator
205-880-3726

Comunicon — **Magic Type II**
Acadia University
Wolfville, NS
Mar. 9
Daniel Gottschall, Coordinator
902-542-1798

MAGIC THE PUZZLING

"I SHOT AN ARROW INTO THE AIR . . ."

by Mark Rosewater

Okay, here's what happened. I was putting together a puzzle involving sets of three cards, each set with a different theme. I arranged them in neat lines with the idea that I'd have you figure out what each set had in common. But then, out of nowhere, a stray Nerf® arrow hit the cards, causing them to end up as you see them. I was just about to straighten up the mess when I remembered that this was a *Duelist Companion* puzzle. And not wanting to spare you masoch—I mean, readers an iota of frustration, I decided to leave the cards as they were.

To solve the puzzle, all you need to do is separate the cards back into their six sets of three. Each set will have a theme to it (none of which have anything to do with a card's name, color, casting cost, type, rarity, or expansion symbol). Happy hunting!

North Star
Artifact
Illus. Kaja Foglio
Volcanic Island
Land
Illus. Adam Rex
Plateau
Land
Illus. Drew Tucker
Shield of the Ages
Artifact
2: Prevent 1 damage to you.
"This shield is a true rarity: an artifact whose purpose is obvious."
—Arcum Dagsson, Soldevi Machinist
Illus. Anson Maddocks
Magical
Interrupt
Illus. Julie Baroh
Twiddle
Instant
Tap or untap target land, artifact, or creature.
Illus. Rob Alexander
Icy Manipulator
Mono Artifact
Illus. Mark Tedin
Frondlaw Orcs
Illus. Jeff Miracola

SANCTIONING LIST CONT'D

Equinox **Magic Type I, II & Sealed**
Mad Hatters House of Games
Lubbock, TX
Mar. 9–10
Mad Hatter, Coordinator
806-763-4054

Concentric '96 **Magic Type I**
O'Hare Ramada
Rosemont, IL
Mar. 9
Sam Heckman, Coordinator
708-468-0774

You Con 6 **Magic Type I & II**
Brunswick Valley Bowl
Simi Valley, CA
Mar. 9
Jamey Parker, Coordinator
805-579-0312

Silver City M:TG Tournament **Magic Type I**
Silver City Recreation Center
Silver City, NM
Mar. 9
Jeff Beedham, Coordinator
505-388-4721

Sigma Chi Delta Charity **Magic Type I**
Cornell University
Ithaca, NY
Mar. 9
Brian Sidlawskas, Coordinator
607-257-9845

Nova 21 **Magic Type II**
Oakland University
Rochester, MI
Mar. 16–17
Thomas Stockel, Coordinator
810-731-3489

Magic Tournament **Magic Sealed**
Comics and Collectables
Plantation, FL
Mar. 16
Karen Kirwan, Coordinator
305-791-8022

Moo Con '96 **Magic Type I & Sealed**
Kellogg Center
East Lansing, MI
Mar. 16–17
Paul Melkild, Coordinator
517-351-5811

VI Con II **Magic Type I, II & IA Sealed**
North Boone High School
Poplar Grove, IL
Mar. 16
Gene Crim, Coordinator
815-569-2598

CCCGC Gathering **Magic Type II**
University of California at Berkeley
Berkeley, CA
Mar. 16
Sean Chen, Coordinator
510-845-1227

Ages Tournament **Magic Type II**
LCC College
Longview, WA
Mar. 21
Henry Steele, Coordinator
360-572-3413

Neovention XV **Magic Type I & II**
Gardner Student Center
University of Akron
Akron, OH
Mar. 22–24
Brian Podlogar, Coordinator
216-972-7345

Egyptian Campaign '96 **Magic Type I, II & Sealed; V:TES**
Southern Illinois University
Mar. 29–31
Cindy Morgan, Coordinator
618-529-4630

Fuzzy Fest II: Fuzzier Than Ever **Magic Type I & Sealed**
President Inn
Grand Rapids, MI
Mar. 30
John Hoslett, Coordinator

Magic Tournament **Magic Type II & IA Sealed**
The Mall—Center Court Area
Salina, KS
Mar. 30
Ralph Callis, Coordinator
913-826-9827

Master of Magic **Magic Type II**
Holiday Inn
Miami, FL
Mar. 31
Al Sousa, Coordinator
305-279-3983

DUELISTS' CONVOCATION
INTERNATIONAL

SPECIAL ANNOUNCEMENT

Live On-Line Presentation

FINAL MATCH of the Black Lotus Professional Tournament

MAGIC: THE GATHERING® PRO TOUR '96™ in New York City

FEBRUARY 18, 1996

Coverage provided by *InQuest* Magazine on America Online®

[KEYWORD: WIZARD]

Play and coverage scheduled to begin 4:00 PM (EST)

Check It Out!

DC Contact List

In order to remain as accessible to DC members as possible, we are providing the following contact information:

Duelists' Convocation North America
P. O. Box 707
Renton, WA 98057-0707

Phone: 206-204-8032
Fax: 206-204-5936
Email:
General DC questions: dci@wizards.com
Membership questions: manatee@wizards.com
DC structure and policy questions: vincent@wizards.com
Sanctioning questions: ocean@wizards.com
Ratings questions: jackal@wizards.com
Companion submissions and questions: badger@wizards.com

General Inquiries:

Wizards of the Coast
P. O. Box 707
Renton, WA 98057-0707

Phone: 206-624-0933
Email:
General questions: questions@wizards.com
Rules questions: custserv@wizards.com
Wizards of the Coast Web page: http://www.wizards.com

Mailing Lists:

If you are interested in:	You should subscribe to:
General discussion of **Magic** products	mtg-l@oracle.wizards.com
Advanced strategy for **Magic**	mtg-strategy-l@oracle.wizards.com
List of auctions for **Magic** cards	mtg-auction-l@oracle.wizards.com
Trading/collecting **Deckmaster**® cards	mtg-trading-l@oracle.wizards.com
List of trade auctions	mtg-trade-auc-l@oracle.wizards.com
General discussion of V:TES	vtes-l@oracle.wizards.com
Advanced strategy for V:TES	vtes-strategy-l@oracle.wizards.com
The Duelist™ magazine	duelist-l@oracle.wizards.com
The Duelists' Convocation	convocation-l@oracle.wizards.com
Wizards of the Coast announcement list	wizinfo-l@oracle.wizards.com

To subscribe to any of these lists, send an email request to listserv@oracle.wizards.com.
Your request should follow this format: subscribe <list name> <your real name>.

Delinquent Reports Revisited

Duelist Companion #17 contained a Delinquent Report List of events for which we had not received tournament report forms. As our printing deadline was December 4th, 1995, we received reports for some events on the list after the *Companion* had gone to press.

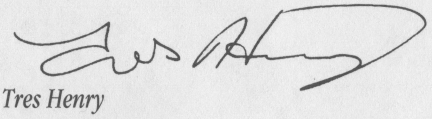
Thanks to every one for turning in those tournament reports.

The Duelists' Convocation apologizes to Card Con VII coordinator Paul Matsumoto, of Los Angeles, California: His tournament report was delayed by the postal system, and not through any fault of his own.

The DC Sanctioning Department would like to thank all tournament coordinators who consistently submit reports on time. We appreciate your dilligence! We'd also like to thank all the coordinators who submitted reports after their events appeared on the Delinquent Report List.

We cannot sufficiently stress the importance of completing and returning the tournament reports in a timely manner! Without this data, we cannot maintain an accurate database of members' ratings.

Thank you,



Tres Henry
Sanctioning Agent

Credits

This issue of *The Duelist Companion* was brought to you by:
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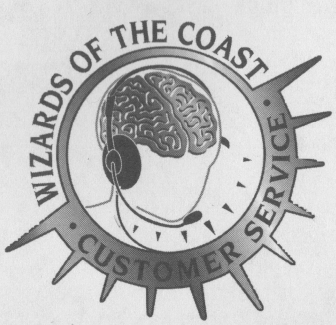
The Duelists' Convocation would like to thank WotC's Customer Service Group for their help and support!



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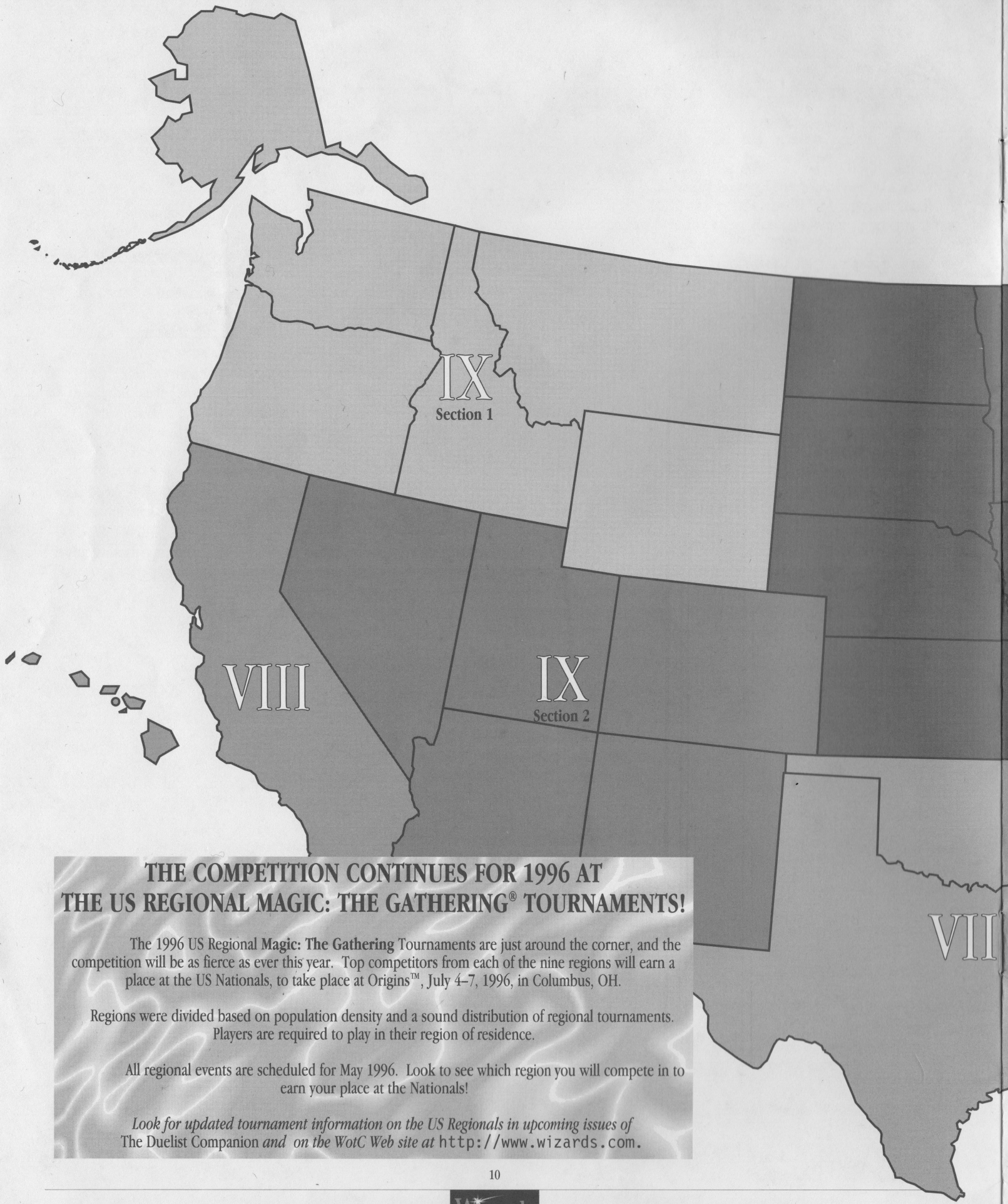


THE COMPETITION CONTINUES FOR 1996 AT THE US REGIONAL MAGIC: THE GATHERING® TOURNAMENTS!

The 1996 US Regional **Magic: The Gathering** Tournaments are just around the corner, and the competition will be as fierce as ever this year. Top competitors from each of the nine regions will earn a place at the US Nationals, to take place at Origins™, July 4–7, 1996, in Columbus, OH.

Regions were divided based on population density and a sound distribution of regional tournaments. Players are required to play in their region of residence.

All regional events are scheduled for May 1996. Look to see which region you will compete in to earn your place at the Nationals!

Look for updated tournament information on the US Regionals in upcoming issues of The Duelist Companion *and on the WotC Web site at* `http://www.wizards.com`.

BREAKDOWN

I. Northeast

Maine
New Hampshire
Vermont
New York
Massachusetts
Rhode Island
Connecticut

II. Great Lakes

Ohio
Michigan
Indiana
Buffalo, NY
Western Pennsylvania
(including Pittsburgh)

III. Midwest

Illinois
Wisconsin
Minnesota
Iowa
Missouri
Kansas
Nebraska
South Dakota
North Dakota

IV. Mid-Atlantic

Eastern Pennsylvania
New Jersey
Delaware
Maryland

V. Southeast

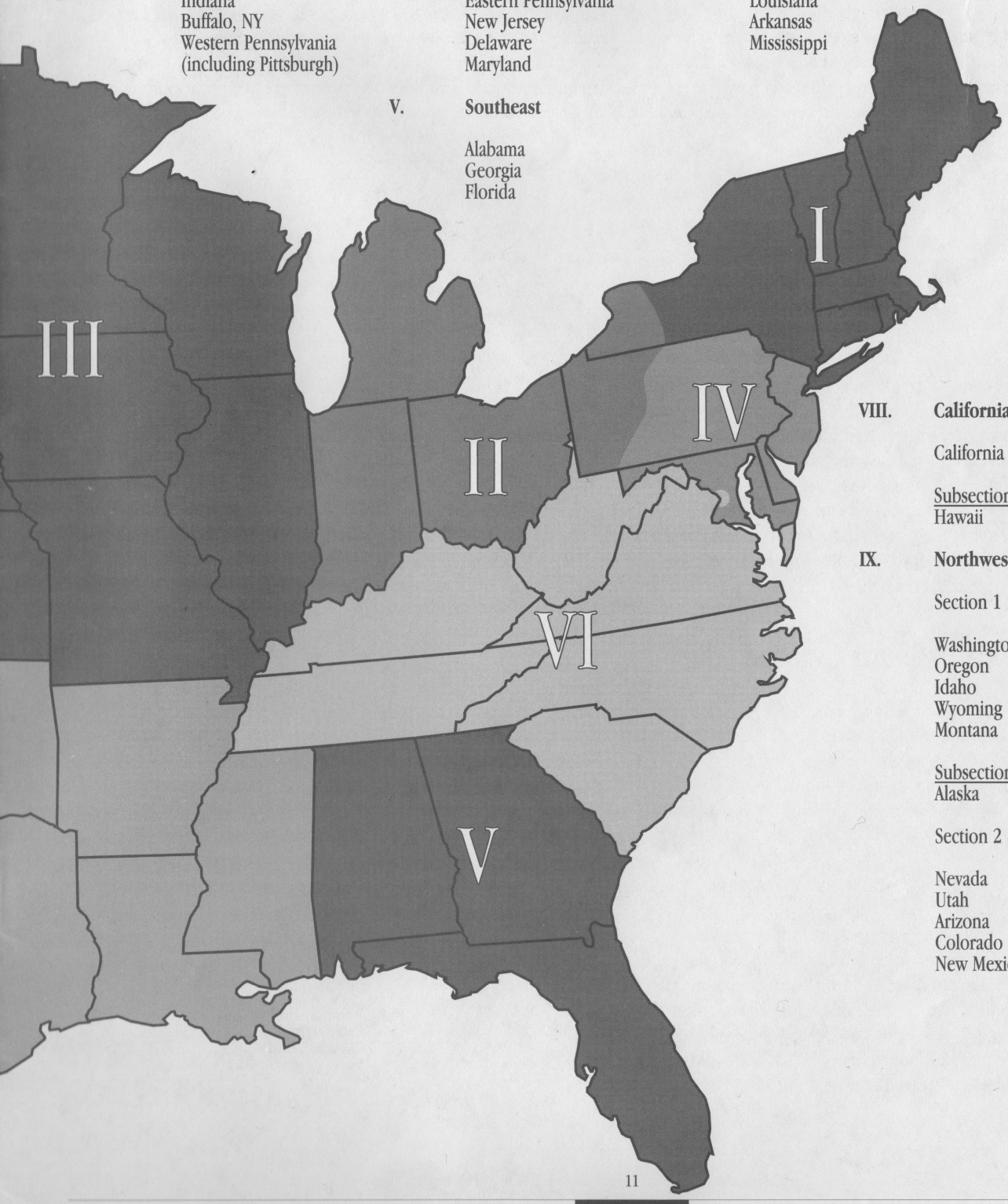
Alabama
Georgia
Florida

VI. East Central

Virginia
West Virginia
North Carolina
South Carolina
Kentucky
Tennessee
DC

VII. South Central

Texas
Oklahoma
Louisiana
Arkansas
Mississippi



VIII. California

California

Subsection
Hawaii

IX. Northwest

Section 1

Washington
Oregon
Idaho
Wyoming
Montana

Subsection
Alaska

Section 2

Nevada
Utah
Arizona
Colorado
New Mexico

A BOX OF ALPHAS!

"I heard a rumor that Wizards of the Coast will be hosting a tournament in Milwaukee in February. The first prize is supposed to be a box of Alphas. Is this true? If so, please send me more information!"

—Mike Burkhart (no address provided)

It's rare for either Wizards of the Coast or the Duelists' Convocation to actually host a tournament—we simply don't have sufficient personnel. The exceptions, of course, are premium events such as the US National Championships, the World Championships, and the Pro Tour. The DC is the governing authority for all *sanctioned* tournament competition, and as such offers a ratings system to track the best players. But sanctioned tournaments are run by Magic: The Gathering® players and enthusiasts just like yourself. It's possible that a sanctioned tournament may offer such a valuable prize if the coordinator so wishes.

PRIZE SUPPORT...

"What type of prize support is available from Wizards of the Coast?"

—Philip E. Thompson (Warrensburg, MO)

The Duelists' Convocation offers prize support to all sanctioned tournaments. The items we send aren't meant to be the only prizes, but are intended to support and augment those offered by the tournament coordinators. A typical prize support package contains some booster packs from current expansions, various special jacket pins, T-shirts, and perhaps a special goodie or two (such as signed cards, boosters from out-of-print expansions, foreign-language cards, or other promotional items, subject to availability). Tournament coordinators may obtain prize support by following the procedures outlined in our pre-sanctioning package.

SANCTIONING EVENTS IN SOUTH CAROLINA

"I have been a Convocation member for about a year and a half, and enjoy playing **Magic: The Gathering** tournament-style and freestyle. Unfortunately, there are few sanctioned tournaments in my area. I would like to ask the DC to encourage more sanctioned tournaments for this area. Who is the DC-sanctioned tournament organizer for this area, and how do I get in touch with him?"

—Bobby Landires (Lancaster, SC)

We sympathize with your predicament. It's got to be frustrating: There you are, ready to lock horns with other Magic players and earn your DC ratings, except . . . no tournaments in your area! The DC is doing its best to encourage more sanctioned tournaments everywhere. We've recently adjusted our sanctioning policies to permit retailers to hold sanctioned tournaments in their stores, and we think this will increase the number of sanctioned tournaments overall.

THE RISE OF *FALLEN EMPIRES*™

"The worst decision you made was to keep *Fallen Empires* ™ on the Type II tournament list."

—Jason F. Smith (Provo, UT)

We made the decision to keep *Fallen Empires* among the card sets allowed in Type II in order to increase the total number of readily available cards in this format. The idea is that greater diversity is a positive contribution to this tournament environment, and the majority of feedback we've received (so far) has been supportive. We do our best to gauge reaction by the letters we receive and the responses we get in the field. However, it's sometimes difficult to determine a consensus among DC members—after all, there are 8,000 of you, and not everyone voices an opinion. We accept the fact that not every decision we make will be popular with all members, so please tell us if you'd like to see this card set removed from the Type II format.

"DON'T LEAVE DOMINIA WITHOUT IT!"

"Greetings! I am a member of the DC for two years now and have never earned a point or rating in my life. Have I thrown my money away? Hell no! Since joining the DC I have received:

- The *Duelist Companion*, with tons of cool info, like a *Homelands*™ card list before it was even in *The Duelist*™ magazine, and more puzzles by Mark Rosewater
- The quarterly Wizards of the Coast catalogue
- A free 1995 **Magic: The Gathering** calendar
- (!) Free Nalathni Dragon cards
- A free set of *Ice Age*™ promo cards
- A free set of all the published **Magic: The Gathering** novels cards
- A German Merfolk card

"The Duelists' Convocation—don't leave Dominia without it!"

—Frank A. Laycock (Milwaukee, WI)

Thank you, Frank—we appreciate your support, and hope that you have as much fun with your membership during the 1996 tournament season!

. . . and a special "Aloha and thank you" to ERNEST KUNITAKA, (Hualoa, HI) who not only sent us a very complimentary letter but a pound of genuine Kona coffee as well (Heather hasn't stopped bouncing off the walls yet)!

Send us your letters today!